

This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

1. (Currently amended) A method of facilitating a gaming session ~~simulating a game accessory~~, comprising:

identifying one or more remote terminals for a game by utilizing one or more stored numbers associated with said one or more remote terminals;

inputting, by a player receiving at one of a plurality of communication terminals connected via a communications link, an instruction to determine an outcome;

randomly determining at said one terminal, a signal representing said outcome and identifying a player who inputted the instruction to send to each other terminal of said plurality of terminals to said one or more remote terminals for display; and

displaying a game accessory at on said terminal of the plurality of terminals, wherein the game accessory ~~displayed at said each terminal of the plurality of terminals~~ (i) indicates the outcome, and (ii) identifies the terminal that determined said signal ~~player who inputted the instruction~~.

2. (Original) The method of claim 1, wherein said communications link is one of a telephone line and a wireless link.

3. (Canceled)

4. (Previously presented) The method of claim 1, wherein said game accessory is one or more die.

5. (Canceled)

6. (Canceled)

7. (Original) The method of claim 1, wherein said signal is an inband signal transmitted over said communications link.

8. (Original) The method of claim 7, wherein said inband signal comprises at least one dual tone multi-frequency (DTMF) signal.

9. (Currently amended) The method of claim 1, wherein ~~the step of~~ displaying comprises:

defining a plurality of identifiers used to differentiate between said terminal and said one or more remote terminals;

determining at each of said terminals, from which ~~said terminal~~ said signal originated from by checking the identifier; and

indicating at each of said terminal and said one or more remote terminals, said outcome and originating terminal identifier.

10. (Currently amended) The method of claim ~~[[9]]~~ 1, wherein entering a gaming mode does not interfere ~~conversing parties associated with said terminals can spontaneously set up and play a game without interfering~~ with an ongoing conversation over said communications link.

11. (Original) The method of claim 9, wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs).

12. – 16. (Canceled)

17. (Currently amended) An apparatus for facilitating a gaming session ~~simulating a game accessory~~, comprising:

means for identifying one or more remote terminals for a game by utilizing one or more stored numbers associated with said one or more remote terminals;

means for inputting by a player receiving at one of a plurality of communication terminals connected via a communications link, an instruction to determine an random outcome;

means for randomly determining at said one terminal, a signal representing said outcome and identifying a player who inputted the instruction to send to each other terminal of said plurality of terminals to said one or more remote terminals for display; and

means for displaying a game accessory at on said terminal each terminal of the plurality of terminals, wherein the game accessory displayed at said each terminal of the

~~plurality of terminals~~ (i) indicates the outcome, and (ii) identifies the player who inputted the instruction.

18. (Original) The apparatus of claim 17, wherein said communications link is one of a telephone line and a wireless link.

19. (Canceled)

20. (Previously presented) The apparatus of claim 17, wherein said game accessory is one or more die.

21. (Canceled)

22. (Canceled)

23. (Original) The apparatus of claim 17, wherein said signal is an inband signal transmitted over said communications link.

24. (Original) The apparatus of claim 23, wherein said inband signal comprises at least one dual tone multi-frequency (DTMF) signal.

25. (Currently amended) The apparatus of claim 17, wherein said means for displaying comprises:

means for defining a plurality of identifiers used to differentiate between said terminal and said one or more remote terminals;

means for determining at each of said terminals, from which terminal said signal originated from by checking the identifier; and

means for indicating at each of said terminal and said one or more remote terminals, said outcome and originating terminal identifier.

26. (Currently amended) The apparatus of claim ~~[[25]]~~ 17, wherein the apparatus includes means for entering a gaming mode that does not interfere ~~conversing parties associated with said terminals can spontaneously set up and play a game without interfering~~ with an ongoing conversation over said communications link.

27. (Original) The apparatus of claim 25, wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs).

28. (Canceled)

29. (Canceled)

30. (Canceled)

31. (Canceled)

32. (Canceled)

33. (Currently amended) A method of facilitating a gaming session ~~simulating a game accessory~~, comprising:

defining a plurality of identifiers used to differentiate between a plurality of remote terminals ~~plurality of communication terminals connected via a communications link~~;

receiving, ~~from a player at one of said terminals~~, an instruction to determine a random outcome;

~~randomly at said one terminal determining~~ transmitting a signal representing said outcome to each of said remote terminals for display, the signal being configured to be received and decoded by said remote terminals; and

displaying a game accessory ~~(i)~~ indicating said outcome and ~~(ii)~~ identifying the terminal that transmitted said signal ~~player who inputted the instruction~~.

34. (Original) The method of claim 33, wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs).

35. (Original) The method of claim 33, wherein said communications link is one of a telephone line and a wireless link.

36. (Canceled)

37. (Previously presented) The method of claim 33, wherein said game accessory is one or more die.

38. (Canceled)

39. (Canceled)

40. (Canceled)

41. (Previously presented) The method of claim 33, wherein the communications link comprises a wireless communications link, at least one of said terminals is a wireless telephone capable of establishing the wireless communications link, and said signal representing said outcome is transmitted over the wireless communications link.

42. (Canceled)

43. (Canceled)

44. (Canceled)

45. (Currently amended) An apparatus for facilitating a gaming session simulating a game accessory, comprising:

means for defining a plurality of identifiers used to differentiate between a plurality of remote terminals ~~plurality of communication terminals connected via a communications link~~;

means for receiving ~~from a player at one of said terminals~~, an instruction to determine an outcome;

means for ~~randomly transmitting determining at said one terminal~~, a signal representing said outcome to send to each of said terminals for display, the signal being configured to be received and decoded by said remote terminals; and

~~means for determining at each of said terminals, from which terminal said signal originated; and~~

means for displaying a game accessory that ~~at each terminal of said plurality of terminals, wherein the game accessory displayed at said each terminal (i) indicates said~~

outcome and (ii) identifies the terminal that transmitted said signal ~~player who inputted the instruction using originating terminal identifier.~~

46. (Original) The apparatus of claim 45, wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs).

47. (Original) The apparatus of claim 45, wherein said communications link is one of a telephone line and a wireless link.

48. (Canceled)

49. (Previously presented) The apparatus of claim 45, wherein said game accessory is one or more die.

50. (Canceled)

51. (Canceled)

52. (Canceled)

53. (Previously presented) The apparatus of claim 45, wherein the communications link comprises a wireless communications link, at least one of said terminals is a wireless telephone capable of establishing the wireless communications link, and said signal representing said outcome is transmitted over the wireless communications link.

54. (Canceled)

55. (Canceled)

56. (Canceled)

57. (Canceled)

58. (Canceled)

59. (Canceled)

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60. (Canceled)

61. (Canceled)

62. (Canceled)

63. (Canceled)

64. (Canceled)

65. (Canceled)

66. (Canceled)

67. (Canceled)

68. (Canceled)

69. (Canceled)

70. (Canceled)

71. (Canceled)

72. (Canceled)

73. (Canceled)

74. (Canceled)

75. (Canceled)

76. (Canceled)

77. (Canceled)

78. (Canceled)

79. (Canceled)

80. (Canceled)

81. (Currently amended) A method of facilitating a gaming session ~~simulating a game accessory~~, comprising:

identifying a plurality of remote terminals for a game by utilizing one or more stored numbers associated with said remote terminals;

~~receiving inputting by a player at one of a plurality of communication terminals connected via a communications link~~, an instruction to determine an outcome;

~~determining at said one terminal~~, transmitting a signal representing said outcome to ~~send to each other terminal of said plurality of terminals~~ to each of said remote terminals for display, the signal being configured to be received and decoded by said remote terminals; and

displaying a game accessory ~~at each terminal of said plurality of terminals, wherein the game accessory displayed at said each terminal (i) indicates~~ indicating said outcome, and ~~(ii) identifies~~ identifying the terminal that transmitted ~~player who inputted~~ the instruction ~~using identifier of said one terminal.~~

82. (Original) The method of claim 81, wherein said communications link is one of a telephone line and a wireless link.

83. (Original) The method of claim 81, wherein said signal is determined randomly.

84. (Canceled)

85. (Previously presented) The method of claim 81, wherein said game accessory is one or more die.

86. (Canceled)

87. (Canceled)

88. (Original) The method of claim 81, wherein said displayed outcome simulates a timer.

89. (Original) The method of claim 81, wherein said displayed outcome enables a game player to indicate a bet.

90. (Canceled)

91. (Previously presented) The method of claim 81, wherein the communications link comprises a wireless communications link, at least one of said terminals is a wireless telephone capable of establishing the wireless communications link, and said signal representing said outcome is transmitted over the wireless communications link.

92. (Canceled)

93. (Canceled)

94. (Canceled)

95. (Currently amended) An [[A]]apparatus for facilitating a gaming session ~~simulating a game accessory~~, comprising:

means for identifying a plurality of remote terminals for a game by utilizing one or more stored numbers associated with said remote terminals;

means for receiving ~~inputting by a player at one of a plurality of communication terminals connected via a communications link~~, an instruction to determine an outcome;

means for determining at said one terminal, transmitting a signal representing said outcome to send to each of said remote terminals each other terminal of said plurality of terminals for display, the signal being configured to be received and decoded by said remote terminals; and

means for displaying a game accessory at each terminal of said plurality of terminals, wherein the game accessory displayed at said each terminal (i) indicates indicating said outcome and (ii) identifies identifying the terminal that transmitted said signal ~~player who inputted the instruction using originating terminal identifier.~~

96. (Original) The apparatus of claim 95, wherein said communications link is one of a telephone line and a wireless link.

97. (Original) The apparatus of claim 95, wherein said signal is determined randomly.

98. (Canceled)

99. (Previously presented) The apparatus of claim 95, wherein said game accessory is one or more die.

100. (Canceled)

101. (Canceled)

102. (Original) The apparatus of claim 95, wherein said displayed outcome simulates a timer.

103. (Original) The apparatus of claim 95, wherein said displayed outcome enables a game player to indicate a bet.

104. (Canceled)

105. (Previously presented) The apparatus of claim 95, wherein the communications link comprises a wireless communications link, at least one of said terminals is a wireless telephone capable of establishing the wireless communications link, and said signal representing said outcome is transmitted over the wireless communications link.

106. (Canceled)

107. (Canceled)

108. (Canceled)

109. (Currently amended) A method of facilitating a gaming session ~~simulating a game accessory used by a plurality of game players to play a game~~, comprising:

identifying a plurality of remote terminals for a game by utilizing one or more stored numbers associated with said remote terminals;

~~receiving inputting, at one of a plurality of wireless telephones connected via a communications link, an instruction to determine an outcome associated with a specific one of the game players, each wireless telephone including a random number generator;~~

~~randomly determining at said one wireless telephone using the random number generator therein, transmitting a dual tone multi-frequency signal representing said outcome to send to each of said remote terminals each other wireless telephone of said plurality of wireless telephones for display, the signal being configured to be received and decoded by said remote terminals wherein at least one dual tone multi-frequency (DTMF) signal representing said outcome is transmitted over said communications link by said one wireless telephone; and~~

~~displaying a game accessory at each telephone of said plurality of telephones, wherein the game accessory displayed at said each telephone (i) indicates indicating said outcome and (ii) identifies identifying the terminal that transmitted the instruction specific player.~~

110. (Previously presented) The method of claim 109 wherein said communications link is a wireless link;

111. (Canceled)

112. (Previously presented) The method of claim 109 wherein said game accessory is one or more die.

113. (Previously presented) The method of claim 109, further comprising:
defining a plurality of identifiers used to differentiate between said wireless telephones; and determining, at each of said wireless telephones, from which wireless telephone said signal originated.

114. (Previously presented) The method of claim 113 wherein conversing parties associated with said wireless telephones can spontaneously set up and play a game, using at least two wireless telephones of the plurality of wireless telephones, without interfering with an ongoing conversation over said communications link.

115. (Previously presented) The method of claim 113 wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs) included in the wireless telephones of the plurality of wireless telephones.

116. (Previously presented) The method of claim 109 wherein ~~the step of~~ displaying comprises displaying the outcome using a color that identifies the specific game player that the outcome is associated with.

117. (Currently amended) ~~An apparatus~~ Apparatus for facilitating a gaming session ~~simulating a game accessory used by a plurality of game players to play a game, comprising:~~

means identifying a plurality of remote terminals for a game by utilizing one or more stored numbers associated with said remote terminals;

means for ~~receiving~~ ~~inputting at one of a plurality of wireless telephones connected via a communications link,~~ an instruction to determine an outcome associated with a specific ~~one of the game players, each wireless telephone including a random number generator;~~

means for ~~randomly determining, at said one wireless telephone using the random number generator therein,~~ transmitting a duel tone multi-frequency signal representing said outcome to each of said remote terminals ~~send to each of said wireless telephones for display, wherein the signal being configured to be received and decoded by said remote terminals at least one dual tone multi-frequency (DTMF) signal representing said outcome is transmitted over said communications link by said one wireless telephone; and~~

means for displaying a game accessory at each telephone of said plurality of telephones, wherein the game accessory displayed at said each telephone (i) indicates indicating said outcome and (ii) identifies identifying the terminal that transmitted the instruction ~~the specific player.~~

118. (Previously presented) The apparatus of claim 117 wherein said communications link is a wireless link.

119. (Canceled)

120. (Previously presented) The apparatus of claim 117 wherein said game accessory is one or more die.

121. (Currently amended) The apparatus of claim 117, further comprising:
means for defining a plurality of identifiers used to differentiate between said plurality of remote terminals ~~wireless telephones~~; and
means for determining at ~~each of said wireless telephones~~, from which remote terminal ~~wireless telephone~~ said signal originated.

122. (Currently amended) The apparatus of claim 121 wherein conversing parties associated with said plurality of remote terminals ~~wireless telephones~~ can spontaneously set up and play a game, ~~using at least two wireless telephones of the plurality of wireless telephones~~, without interfering with an ongoing conversation over said communications link.

123. (Currently amended) The apparatus of claim 121 wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs) included in the remote terminals ~~wireless telephones~~ of the plurality of remote terminals ~~wireless telephones~~.

124. (Currently amended) The apparatus of claim 117 wherein the means for displaying comprises means for displaying the outcome using a color which identifies the specific terminal ~~game player~~ that the outcome is associated with.

125. (Currently amended) A method of simulating a game accessory used by a plurality of game players to play a game, comprising:
defining a plurality of identifiers used to differentiate between a plurality of wireless telephones connected via a communications link;
~~receiving inputting, at one of said wireless telephones~~, an instruction to determine an outcome associated with a specific one of the game players;
using a random number generator located in said one wireless telephone to ~~randomly~~ determine, ~~at said one wireless telephone~~, a duel tone multi frequency signal representing said outcome to send to each of said wireless telephones for display, ~~wherein at least one dual tone multi frequency (DTMF) signal representing said outcome is transmitted over said communications link~~, the signal being configured to be received and decoded by said wireless telephones;

~~determining at each of said wireless telephones, from which wireless telephone said signal originated; and~~

~~displaying a game accessory at each of said wireless telephones, wherein the game accessory indicates (i) indicating said outcome and (ii) identifying the telephone that transmitted said signal originating wireless telephone identifier.~~

126. (Previously presented) The method of claim 125 wherein conversing parties associated with said wireless telephones can spontaneously set up and play a game, using at least two wireless telephones of the plurality of wireless telephones, without interfering with an ongoing conversation over said communications link.

127. (Previously presented) The method of claim 125 wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs) included in the wireless telephones of the plurality of wireless telephones.

128. (Previously presented) The method of claim 125 wherein said communications link is a wireless link.

129. (Canceled)

130. (Previously presented) The method of claim 129 wherein said game accessory is one or more die.

131. (Previously presented) The method of claim 125 wherein ~~the step of~~ said displaying comprises displaying the outcome using a color that identifies the specific game player that the outcome is associated with.

132. (Currently amended) Apparatus for simulating a game accessory used by a plurality of game players to play a game, comprising:

means for defining a plurality of identifiers used to differentiate between a plurality of wireless telephones connected via a communications link;

means for receiving ~~inputting, at one of said wireless telephones,~~ an instruction to determine an outcome associated with a specific one of the game players;

a random number generator located in said one wireless telephone for ~~randomly~~ determining, ~~at said one wireless telephone,~~ a duel tone multi frequency signal representing said outcome to send to each other wireless telephone of said plurality of wireless telephones for display, the signal being configured to be received and decoded by said wireless telephones ~~wherein at least one dual tone multi-frequency (DTMF) signal representing said outcome is transmitted over said communications link;~~

~~means for determining at each of said wireless telephones, from which wireless telephone said signal originated; and~~

~~means for displaying a game accessory at each of said wireless telephones, wherein the game accessory indicates (i) indicating said outcome and (ii) identifying the telephone that transmitted said signal ~~an identifier associated with the wireless telephone from which said signal originated.~~~~

133. (Previously presented) The apparatus of claim 132 wherein conversing parties associated with said wireless telephones can spontaneously set up and play a game, using at least two wireless telephones of the plurality of wireless telephones, without interfering with an ongoing conversation over said communications link.

134. (Previously presented) The apparatus of claim 132 wherein each identifier is represented by different color emitted by one or more light emitting diodes (LEDs) included in the wireless telephones of the plurality of wireless telephones.

135. (Previously presented) The apparatus of claim 132 wherein said communications link is a wireless link.

136. (Canceled)

137. (Previously presented) The apparatus of claim 132 wherein said game accessory is one or more die.

138. (Previously presented) The apparatus of claim 132 wherein the means for displaying the outcome uses a color that identifies the specific game player that the outcome is associated with.

139. (Currently amended) A method of simulating a game accessory used by a plurality of game players to play a game, comprising:

~~inputting receiving, at one of a plurality of wireless telephones connected via a communications link,~~ an instruction to determine an outcome associated with a specific one of the game players, ~~each wireless telephone including a number generator;~~

~~determining, at said one wireless telephone using the number generator therein,~~ a signal representing said outcome to send to a plurality of each other wireless telephone of said plurality of wireless telephones for display, the signal being configured to be received and decoded by said wireless telephones; and

~~causing each wireless telephone of said plurality of wireless telephones to displaying~~ a game accessory indicating ~~(i)~~ said outcome, and ~~(ii)~~ the wireless telephone that determined said signal specific one of the game players.

140. (Previously presented) The method of claim 139 wherein conversing parties associated with said wireless telephones can spontaneously set up and play a game, using at least two wireless telephones of the plurality of wireless telephones, without interfering with an ongoing conversation over said communications link.

141. (Previously presented) The method of claim 139 wherein said signal is determined randomly.

142. (Canceled)

143. (Previously presented) The method of claim 139 wherein said game accessory is one or more die.

144. (Previously presented) The method of claim 139 wherein ~~the step of causing said displaying~~ comprises causing said each wireless telephone for displaying the outcome using a color which identifies the specific game player that the outcome is associated with.

145. (Currently amended) Apparatus for simulating a game accessory used by a plurality of game players to play a game, comprising:

means for ~~inputting~~ receiving, ~~at one of a plurality of wireless telephones connected via a communications link~~, an instruction to determine an outcome associated with a specific ~~one of the game players~~, each wireless telephone including a number generator;

means for determining, ~~at said one wireless telephone using the number generator therein~~, a signal representing said outcome to send to a plurality of each other wireless telephone ~~of said plurality of wireless telephones~~ for display, the signal being configured to be received and decoded by said wireless telephones; and

means for ~~causing each wireless telephone of said plurality of wireless telephones to displaying~~ a game accessory indicating ~~(i)~~ said outcome, and ~~(ii)~~ the wireless telephone that determined said signal ~~specific one of the game players~~.

146. (Previously presented) The apparatus of claim 145 wherein conversing parties associated with said wireless telephones can spontaneously set up and play a game, using at least two wireless telephones of the plurality of wireless telephones, without interfering with an ongoing conversation over said communications link.

147. (Previously presented) The apparatus of claim 145 wherein said signal is determined randomly.

148. (Canceled)

149. (Previously presented) The apparatus of claim 145 wherein said game accessory is one or more die.

150. (Previously presented) The apparatus of claim 145 wherein the means for causing comprises means for causing said each wireless telephone to display the outcome using a color that identifies the specific game player that the outcome is associated with.

151. (Currently amended) A wireless telephone for simulating a game accessory used by a plurality of game players to play a game, comprising:

means for identifying one or more remote wireless telephone for a game by utilizing one or more stored numbers associated with said one or more remote wireless telephone;

~~means for inputting~~ receiving an instruction to determine an outcome ~~associated with a specific one of the game players;~~

a random number generator for ~~randomly~~ determining a signal representing said outcome without interfacing with any device external to said wireless telephone;

a signal generator for transmitting to at least one wireless telephone ~~external device~~ over a communications link at least one dual tone multi-frequency (DTMF) signal representing said outcome determined by said random number generator, wherein the signal includes information that allows said wireless terminal to display said outcome using a color that identifies the transmitting device; ~~and~~

~~means for causing said at least one external device to display a game accessory, wherein the game accessory indicates the outcome using a color that identifies the specific game player that the outcome is associated with.~~

152. (Currently amended) A method of simulating a game accessory used by a plurality of game players to play a game, comprising:

identifying one or more game players by utilizing one or more stored numbers associated with said one or more game player terminals;

~~inputting~~ receiving an instruction to determine an outcome ~~associated with a specific one of the game players;~~

~~randomly~~ determining a signal representing said outcome; and

displaying a game accessory indicating the outcome using a color that identifies the specific game player that the outcome is associated with.

153. (Previously presented) A wireless telephone for simulating a game accessory used by a plurality of game players to play a game, comprising:

means for decoding a first dual tone multi-frequency (DTMF) signal representing a

randomly determined first outcome received from another wireless telephone via a communications link, the first outcome being associated with a first one of the game players; and

means for displaying a game accessory that indicates the first outcome using a first color that identifies the first game player that the first outcome is associated with.

154. (Currently amended) The wireless telephone of claim 153 further comprising:

means for inputting an instruction to determine a second outcome to transmit to the other wireless telephone;

a random number generator for ~~randomly~~ determining a second signal representing said second outcome, the second outcome being associated with a second one of the game players, the second signal being determined without interfacing with any device external to said wireless telephone;

a signal generator for transmitting over a communications link to the other wireless telephone a second DTMF signal representing said second outcome determined by said random number generator; and

means for displaying a game accessory indicating the second outcome using a second color which identifies the second game player that the second outcome is associated with.

155. (Currently amended) A method of simulating a game accessory, comprising:

(a) establishing a communications link between a first wireless telephone and a second wireless telephone;

(b) inputting, by a game player located at the first wireless telephone, an instruction to determine an outcome;

(c) ~~randomly~~ determining, at said first wireless telephone, a signal representing said outcome to send to said second wireless telephone via the communications link for display, the signal being configured to be received and decoded by said second wireless telephone; and

(d) displaying a game accessory ~~at said first and second wireless telephones~~ that (i) indicates the outcome, and (ii) identifies the wireless telephone that determined said signal at least one of the game player and the first wireless telephone.